

Classroom Activities & Topics by Subject - from AML PD Webinar #3 '25.

Transcript: <https://aml.ca/unpacking-machine-learning-parts-1-2-and-3/>

Cross-Curricular / General Pedagogy

- Shift assessment focus from product to process.
- Use AI collaboratively between teacher and student.
- Use AI as peer-style feedback available anytime.
- Discuss ethical and responsible AI use.
- Encourage students to critically evaluate AI-generated information.
- Use AI to support differentiated instruction and accessibility.
- Encourage transparency about how AI was used in learning.
- Explore AI as a co-learner, assistant, or collaborator.
- Discuss how technologies become normalized over time.
- Use AI to support inquiry, experimentation, and playful exploration.

English / Language Arts

Writing, Revision & Essay Studies

- Compare AI-generated essays with student essays.
- Edit and revise AI-generated essays.
- “Level up” weaker AI essays from Level 1–2 to Level 3–4 quality.
- Compare and contrast multiple essays on the same topic.
- Reflect metacognitively on how revising AI writing improves personal writing.
- Upload two writing samples and ask AI whether they were written by the same person.
- Compare archived student writing with new submissions to discuss authenticity and voice.
- Use AI as a writing tutor to provide feedback and criticism.
- Compare AI feedback with teacher feedback.
- Discuss when AI improves grammar but weakens student voice/orality.
- Preserve authentic student voice while revising with AI.
- Use AI to brainstorm ideas before writing.
- Use AI-guided scaffolds for drafting and revising compositions.
- Have students read and assess compositions in conversation with AI.
- Use AI to support brainstorming, drafting, and revising sequentially.
- Ask students to explain how they used AI during their writing process.
- Use AI to generate summaries of articles or journals for research.
- Use AI to improve grammar or structure in writing.
- Use AI to rewrite writing at a different reading level.

Literature Studies

- Cast an imaginary movie scene based on a literary text.
- Justify casting decisions for literary adaptations.
- Design costumes, sets, or background music for literary texts.

- Conduct AI conversations with literary characters.
- Ask literary characters questions about motives, emotions, or actions.
- Analyze AI-generated stage directions and emotional cues.
- Compare AI-generated character voices with original texts.
- Use AI conversations as actor role-preparation activities.
- Use AI avatars to deepen literary interpretation.

Reading & Differentiated Instruction

- Rewrite difficult texts at lower reading levels.
- Compare original and simplified versions of the same text.
- Create multiple reading-level versions of the same article.
- Add target vocabulary into rewritten texts.
- Use differentiated texts for shared class discussions.
- Allow students to access the same concept at different reading levels.

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Media Literacy / Media Studies

AI & Representation

- Critique the authenticity of AI-generated images.
- Compare AI-generated imagery with authentic historical sources.
- Ask one AI platform to evaluate another AI platform's image.
- Investigate inaccuracies or invented details in AI-generated images.
- Compare aesthetics (colour, tone, composition) across AI-generated images.
- Analyze how AI constructs "versions of reality."
- Examine how AI systems embed values and biases.
- Discuss why AI systems refuse or redirect certain prompts.
- Explore whether AI systems appear "sentient."

Disinformation & Verification

- Verify whether trailers or media posts are fake or authentic.
- Compare fake trailers with real ones.
- Investigate why people create fake trailers.
- Analyze fake trailers for audience targeting and persuasive techniques.
- Create original fake or parody trailers.
- Discuss how fake media constructs realities.

AI Systems & Algorithms

- Compare outputs from multiple AI systems using the same prompt.
- Examine DeepSeek’s “think-aloud” reasoning processes.
- Analyze differences between AI systems and their policies.
- Explore how AI systems collect and use user data.
- Ask students what AI “knows” about them.
- Examine how location affects AI-generated results.
- Discuss whose voices are represented or omitted in AI outputs.
- Analyze AI branding and interface design (e.g., magic wand icons).
- Debate whether banning AI in schools is realistic or ethical.
- Compare AI adoption to earlier technologies like YouTube or smartphones.
- Discuss ecological impacts of AI querying and data processing.
- Compare free and paid AI systems.

Inquiry & Critical Thinking

- Use AI as a “vibing” or brainstorming partner.
- Refine vague ideas into focused concepts through AI interaction.
- Ask AI for clarification of confusing concepts.
- Compare multiple AI-generated drafts to select the strongest ideas.
- Generate “How might we...” questions using AI.
- Use AI to help generate inquiry questions for design thinking.

History / Indigenous Studies / Civics / Social Studies

- Generate AI-created representations of historical or cultural events.
- Compare AI-generated representations with historical reality.
- Explore AI representations of residential schools.
- Discuss cultural appropriation and representation in AI-generated imagery.
- Explore Holocaust education through AI comparison activities.
- Analyze how AI creators shape historical representations.
- Create school-board AI-use policies with AI support.
- Compare multiple AI-generated policy drafts.
- Study formal voice and structure through policy writing.
- Use AI to gather and summarize current events.
- Investigate where AI gathers current-events data.
- Explore how location changes AI-generated current-events responses.
- Ask whose voices are present or absent in AI-generated news summaries.
- Conduct AI conversations with historical figures such as Trudeau, Borden, Darwin, Hitler, or McLuhan.
- Ask historical figures questions about historical decisions.
- Compare AI-generated historical dialogue with authentic historical sources.
- Analyze bias in AI-generated historical avatars.

French / Second Language Learning / ELL

- Translate passages into multiple languages using AI.
- Verify AI translations with another translation tool.

- Compare AI translations with Google Translate.
- Test AI understanding of idioms and nuanced language.
- Evaluate whether translations preserve meaning and nuance.
- Use AI translation as an inclusion/equity strategy.
- Conduct second-language conversations with AI.
- Ask AI to correct grammar and explain errors.
- Compare Parisian French and Québécois French outputs.
- Use AI to generate multiple explanations of the same concept.
- Use AI conversations to support repeated language practice.
- Use AI to support multilingual learners in mainstream classrooms.

Game-Based Learning

- Generate board-game concepts using AI prompts.
- Design games connected to topics such as climate change.
- Create game cards, disasters, and scenarios from AI prompts.
- Compare board-game designs from two AI systems.
- Evaluate AI-generated game rules and mechanics.
- Physically build AI-designed games.
- Exchange games between classes for testing and feedback.
- Use peer audiences as test players.
- Evaluate whether games are too easy, too difficult, or effective.
- Reflect metacognitively on game design choices.
- Use AI-generated games to study organization, creativity, and systems thinking.

Drama / Theatre Arts

- Conduct AI roleplay conversations with fictional characters.
- Analyze emotional tone and stage directions in AI dialogue.
- Use AI avatars to support actor character preparation.
- Compare AI-generated performances/voices with textual evidence.
- Explore how AI represents emotion and body language.

Visual Arts / Design

- Generate AI-created artwork related to historical or cultural topics.
- Compare visual aesthetics across AI-generated images.
- Explore colour, mood, and symbolism in AI imagery.
- Analyze visual representation and bias.
- Design costumes, sets, and visual elements for literary adaptations.
- Create fake trailers and visual media products for target audiences.

Computer Studies / Technology / Design Thinking

- Explore natural-language prompting as a form of programming.
- Study iterative prompt-and-revision cycles.
- Compare affordances and limitations of different AI systems.
- Use AI to brainstorm prototypes or design concepts.

- Use AI during design-thinking processes.
- Study how AI-generated outputs change based on prompt specificity.